

BBC

# DOCTOR WHO

THE ROLEPLAYING GAME  
SECOND EDITION



GAMEMASTER'S GUIDE

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## CHAPTER ONE

# I LIKE IT WHEN YOU USE MY NAME...

### 🛡️ **Gamemaster!**

Gamemastering is one of the most rewarding experiences in roleplaying, and being the Gamemaster in **Doctor Who: The Roleplaying Game** is no different. But it is always handy to have a few extra gizmos in the TARDIS toolkit to help the game go smoothly.

The **Doctor Who: Gamemaster's Screen** can help you to keep all of the exciting plot twists and surprises away from the prying eyes of players, as well as provide you with frequently used tables for speedy reference.

Accompanying the stylish Gamemaster's Screen is this book — the **Gamemaster's Guide**. In the following chapters, you'll find loads of handy resources to help Gamemasters create an exciting experience that really feels like **Doctor Who**.

**Chapter One** is this one, just a quick introduction of what's to come. Think of it like the pre-title sequence, setting the scene and giving you a sense of what's in store.

**Chapter Two** looks at what makes a **Doctor Who** roleplaying adventure quintessentially '**Doctor Who**'. How can you evoke the same themes, tone, and central concepts from the series and inject them into the game?

**Chapter Three** provides you with a handy Random Adventure Generator. If you're stuck for ideas, sit back with a cup of tea and roll a handful of dice to gain some useful prompts that can inspire new and exciting adventure concepts. Just piece a few prompts together, and let your imagination create a new episode for your players.

**Chapter Four** has a handful of adventure hooks that can be played straight away when you need to run a game at short notice. Broken down into acts just like an episode of your favourite television series, these adventures can take the characters to the Earth's past where a crashed pilot is controlling a village, or a renegade Time Lord is pretending to be a Greek god, or onto a distant planet where the population is under threat of a military invasion force.



## 📌 Further Advice

If you're a new Gamemaster and would like more advice for running the game, the first landing place for your TARDIS should be **Chapter Five** of the **Doctor Who: The Roleplaying Game** rulebook, which shows you how to pace your adventure, break it down into acts, and how to ensure everyone has fun around the gaming table.

Gamemasters also have a complete book to themselves in the shape of **The Gamemaster's Companion**. While designed for the First Edition of the game, it is still completely compatible and features even more advice on creating adventures, as well as providing three complete adventures that are ready to play. You can purchase a print or PDF copy on the **Cubicle 7 Games** webstore.

## THE CHASE IS ON!

You'll notice that close to the top of the Gamemaster's Screen, the Chase Tracker from the **Doctor Who: The Roleplaying Game** rulebook (page 113) has been reproduced to help you keep track of the distances between parties during dramatic pursuits — and **Doctor Who** has plenty of those.

It is placed here so that you can clip markers to the top of the screen — you could use clothes pegs, paper clips, or folded-card markers. This way you can slide the markers as the chase progresses. Not only can you keep track of how far apart everyone is, but the players also can see when the enemy is getting close (but not exactly how close) to build the tension!





## CHAPTER TWO

# WHAT MAKES A DOCTOR WHO ADVENTURE?

How exactly do you go about creating a **Doctor Who** adventure, or even a whole season? What makes an adventure quintessentially **Doctor Who**? What leaves your players knowing they have really played a **Doctor Who** game rather than a different roleplaying game?

It's hard to pin down what makes a story feel like **Doctor Who**, though we know it when we see it. How many times have we watched something on television, read a short story, or learned some history or science and said to ourselves, 'That would make a great **Doctor Who** story?'

**Doctor Who: The Roleplaying Game** is designed to support elements that really feel like a **Doctor Who** story. If the companions are being held by clockwork robots, it's possible for the Doctor to get away with sauntering in talking about banana daiquiris. If the Daleks are rumbling down the high street in battle formation, it's possible for a shop girl to stand in their way and demand that they stop. As a Gamemaster, you should encourage this sort of

play, and the game will help you create the sort of situations that crop up in the television series. But what else can you do?

### 🔗 Episodes and Adventures

The easiest way to make your adventures feel like **Doctor Who** is to simply play one a week. Perhaps if it is a particularly epic or long adventure you can spend two weeks on it, just like multi-part **Doctor Who** stories.

With some clever Gamemastering, you can time the action to end at just the right time, though you're always going to be at the mercy of your players. Adventures should come to a natural conclusion so timing it right takes planning, experience, and luck. If there is some flexibility to the length of your gaming sessions, that will help immensely.

If you are going to split an adventure over two sessions, try to end the first part with a dramatic cliffhanger. Leave the players eager to know what's going to happen next week.